

**GENERATING A SHADOW FOR A
THREE-DIMENSIONAL MODEL**

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ABSTRACT

A shadow for a three-dimensional model having an
infrastructure that includes a bone is generated by projecting
the bone onto a surface and generating the shadow on the
surface based on a projection of the bone. Projecting the
bone includes drawing lines from the virtual light source,
through points on the bone, onto the surface and connecting
points at which the lines intersect the surface.

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